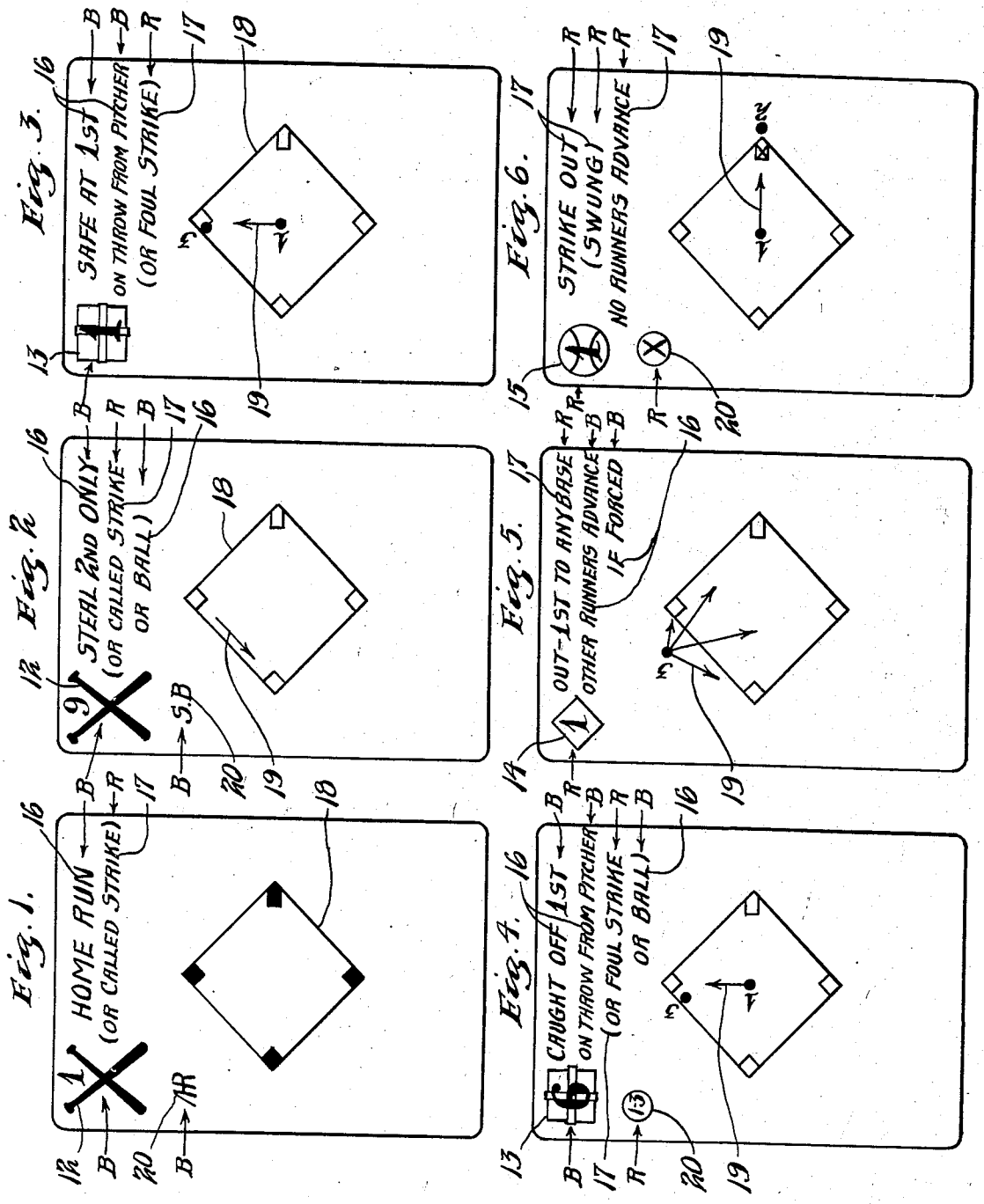
July 27, 1937. C. E. STOWE 2,088,492

CARD BASEBALL GAME

Original Filed Sept. 16, 1933 2 Sheets-Sheet 1



INVENTOR.
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BY HIS ATTORNEYS.
Williamson & Williamson

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UNITED STATES PATENT OFFICE

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CARD BASEBALL GAME

Charles E. Stowe, Frankfort, N. Y., assignor, by direct and mesne assignments, of one-fourth to Clarence D. Schaeffer, Jefferson, Iowa, and one-fourth to Williamson & Williamson, Minneapolis, Minn., a firm consisting of James F. Williamson, George F. Williamson, and Ralph E. Williamson

Application September 16, 1933, Serial No. 689,737
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3 Claims. (Cl. 273—152)

This invention relates to card games.

It is the main object of this invention to provide a novel and improved card game, whereby an athletic contest can be played skillfully by use of cards and the choice of the play of cards will bear close analogy to the choice of play and the sequence of plays in an athletic contest to which the game applies.

More particularly it is the object of the invention to provide a novel and improved deck of cards for playing the game of baseball, the cards being so arranged that the play of the same will closely resemble the play in an actual game of baseball.

A more detailed object is to provide a pack of cards for playing an athletic game, which cards are divided into a plurality of suits, the individual cards of which suits are consecutively numbered for relative ranking, certain cards of which pack each has printing thereon designating an offensive play in the game and a defensive play in the game, the offensive play counting in case the offensive player takes a trick by the card and the defensive play counting in case the defensive player takes a trick by use of the card.

A still more detailed object of the invention is to provide a card game for playing the game of baseball including a plurality of cards, which are ordinarily used in the game as the playing deck and another group of cards which may be designated the "pinch hitter" deck and which are used at certain times according to rule when the offensive player at his discretion desires to use a pinch hitter in his line-up in the same manner that a pinch hitter would be used in an outdoor game of baseball.

Another object is to provide a game which can be played by one or more people, and which has simple rules and will provide an interesting and delightful amusement.

The objects and advantages of the invention will be fully set forth in the following description, made in connection with the accompanying drawings, wherein like reference characters refer to the same or similar parts throughout the various views, and, in which,

Figs. 1 to 10 inclusive are plan views illustrating the faces of ten different typical cards of my pack of cards used in playing the game; and

Fig. 11 is a view on an enlarged scale illustrating in plan the face of an eleventh typical card.

In accordance with the present invention, I provide a pack of fifty-two cards, thirty-six of which cards, typical of which are those cards illustrated in Figs. 1, 2, 3, 4, 5, 6, 7 and 11, are found in what I call my playing deck and sixteen of which cards, typical of which are the cards illustrated in Figs. 8, 9 and 10 are found in what I call my pinch hitter deck.

The thirty-six cards in my playing deck are divided up into four suits which I arbitrarily designate "Bats", "Bases", "Diamonds" and "Balls". There are nine cards in each suit and the cards in each suit are numbered consecutively from 1 to 9 inclusive. For example, in Figs. 1 and 2, two of the cards in the "Bats" suit are illustrated. Each of these cards has a pair of crossed bats **12** printed thereon near its upper left hand corner to show that it is one of the cards in the "Bats" suit. Similarly, the two cards illustrated in Figs. 3 and 4 have printed thereon bases **13** near their upper left hand corners to show that these two cards are among those in the "Bases" suit. Correspondingly, the two cards illustrated in Figs. 5 and 11 have printed thereon near their upper left hand corners diamonds designated by the numeral **14** to show that these cards are among those in the "Diamonds" suit. The cards illustrated in Figs. 6 and 7 correspondingly have printed thereon near their upper left hand corners balls designated by the numeral **15** to show that these cards belong to the "Balls" suit. The "Bats" and "Bases" suit designations **12** and **13** are printed in black as distinguished from the "Diamonds" and "Balls" suit designations **14** and **15**, which are printed in red. In the drawings, the printed matter on the various cards is of such size in Figs. 1 to 10 inclusive, that the printed matter cannot be shaded according to the conventional shading to indicate black and red and the letters "B" and "R" with arrows running therefrom, are used to designate black and red printing respectively.

As was stated, the cards in the different suits of the playing deck are numbered from 1 to 9 consecutively and these numerals are placed on or adjacent to the various suit designations **12**, **13**, **14** and **15** respectively, and the numerals have the same color as the suit designations of the cards on which they are applied.

Each card of the playing deck has printed thereon near its top, printing matter **16** in black designating one or more offensive plays in the game of baseball. Each card of the playing deck with the exception of the number **1** card of the "Balls" suit, illustrated in Fig. 6, has printed thereon in red, matter **17** designating a defensive play during the game of baseball.

Each card of the playing deck also has printed thereon an illustration **18** of a baseball diamond,

which illustration is a square having at the right hand corner a five sided polygon representing home plate and having at the other three corners three small squares representing the first, second and third bases respectively. There is also printing matter 19 applied to most of the cards on or about the diamond illustration 18, which conventionally, diagrammatically represents a particular play in the playing field other than a strike or a ball corresponding to the play designated by certain of the matter 16 or 17 found on the cards. Certain of the printing matter 19 consists of numbers and dots which represent the players in the field involved in the play. Other of the printing matter 19 consists of arrows indicating the flight of the ball as it is thrown or the movement of a base runner. When the printing matter 19 includes blackening of one or more of the bases of the diamond 18, this shows the number of bases for which a hit by a batter is good. There are also printed on the cards designations 20 which show in a conventional shorthand used by sports writers what has taken place in the field during one of the plays designated by the printing matter 16 and 17 other than a ball or strike.

The pinch hitter deck, of which three typical cards are illustrated in Figs. 8, 9 and 10 is generally very similar to the cards in the playing deck. There are preferably four of the pinch hitter cards having the "Bats" suit designation 12 thereon, four cards having the "Base" suit designation 13 thereon, four having the "Diamond" suit designation 14 thereon and four having the "Balls" suit designation 15 thereon. These cards also have baseball diamond illustrations 18 printed thereon and printing matter 19 on or about the diamond illustrations. Also these cards have printing 16 and 17 and sometimes both 16 and 17 applied thereto, which designate offensive or defensive plays or both that may occur when a pinch hitter in a ball game is at bat. The cards also have the designations 20 thereon showing in conventional shorthand what has taken place in the field during the play designated by the printing matter 16 or 17 or both. The cards of the pinch hitter deck are not necessarily numbered on or adjacent the suit designations 12, 13, 14 and 15 thereon, although numerals may be placed on these cards if desired.

The backs of the various cards may be plain faced or any attractive design may be printed thereon.

Although it is thought unnecessary to illustrate the faces of all the various cards of a pack, inasmuch as the cards illustrated are typical cards, it is thought advisable to designate the printing matter 16 and 17 on all the various cards in the pack to enable others to make up a proper pack similar to the one preferably used. Below listed in quotation marks will be found the various printing matter 16 and 17 placed on each card, the words black and red indicating the color of the printing matter adjacent thereto.

Playing deck

"Bats" suit.

No. 1 card—"Home run" black, "(Or called strike)" red.

No. 2 card—"Triple" black, "(Or called strike)" red.

No. 3 card—"Double scores all runners" black, "(Or called strike)" red.

No. 4 card—"Hit and run—single advances runners 2 bases" black, "(Or called strike)" red.

No. 5 card—"Single scores runner from 2nd batter holds 1st—other runners adv. 1 base only" black, "(Or called strike)" red.

No. 6 card—"Scratch hit single advances runners 1 base only" black, "(Or called strike)" red.

No. 7 card—"Steal 3rd only" black, "(Or called strike" red, "Or ball)" black.

No. 8 card—"Double steal 2nd and home only" black, "(Or called strike" red, "Or ball)" black.

No. 9 card—"Steal 2nd only" black, "(Or called strike red, "Or ball)" black.

"Bases" suit.

No. 1 card—"Safe at 1st on throw from pitcher" black, "(Or foul strike)" red.

No. 2 card—"Passed ball runners advance to 2nd or 3rd only" black, "(Or foul strike" red, "Or ball)" black.

No. 3 card—"Dropt 3rd strike runners advance if forced" black, "(Or foul strike)" red.

No. 4 card—"Hit by pitched ball runners advance if forced" black, "(Or foul strike)" red.

No. 5 card—"Error by 2nd on throw from catcher" red, "Runners adv. 1 base" black, "(Or foul strike" red, "Or ball)" black.

No. 6 card—"Caught off 1st on throw from pitcher" red, "(Or foul strike" red, "Or ball)" black.

No. 7 card—"Base on balls" black, "(Or foul strike)" red.

No. 8 card—"Sacrifice bunt" black, "Out pitcher to 1st" red, "(Or foul strike" red, "Or ball)" black.

No. 9 card—"Out fly to RF" red, "Runners advance to 3rd or home" black, "(Or foul strike" red, "Or ball)" black.

"Diamonds" suit.

No. 1 card—"Out—1st to any base" red, "Other runners advance if forced", black.

No. 2 card—"Out—stealing 2nd catcher to 2nd", red, "Runners advance to home only", black, "(Or called strike, red, or ball)" black.

No. 3 card—"Double play SS to 2nd to 1st only" red, "Other runners advance 1 base" black, "(Or swung strike" red, "Or ball)" black.

No. 4 card—"Out fly to RF" red, "Runners advance to 3rd only" black, "(Or ball)", black.

No. 5 card—"Out fly to CF" red, "Runners advance to home only" black, "(Or ball)" black.

No. 6 card—"Out fly to SS—no runners advance" red, "(Or ball)" black.

No. 7 card—"Out fly to LF" red, "Runners advance to home only" black, "(Or ball)" black.

No. 8 card—"Out 2nd to 1st" red, "Other runners adv. 1 base" black, "(Or ball)" black.

No. 9 card—"Out SS to 1st" red, "Other runners advance 1 base" black "(Or ball)" black.

"Balls" suit.

No. 1 card—"Strike out (swung) no runners advance" red.

No. 2 card—"Out foul to catcher no runners advance" red, "(Or ball)" black.

No. 3 card—"Any infield double play" red, "Other runners adv. 1 base" black, "(Or swung strike" red, "Or ball)" black.

No. 4 card—"Out fly to LF no runners advance unless double runner at home" red, "When other runners adv. 1 base" black, "(Or ball)" black.

No. 5 card—"Out fly to CF no runners advance unless double runner off 2nd" red, "Other runner adv. 1 base" black, "(Or ball)" black.
No. 6 card—"Out fly to RF" red, "Runners advance to 3rd only", black, "(Or ball)" black.
No. 7 card—"Out 3rd to any base no runners advance" red, "(Or ball)", black.
No. 8 card—"Out SS to any base no runners advance" red, "(Or ball)", black.
No. 9 card—"Out 2nd to any base no runners advance" red, "(Or ball)" black.

Pinch hitter deck

"Bats" suit.
A card—"Home run (pinch hitter)" black.
A card—"Triple (pinch hitter)" black.
A card—"Double advances runners 2 bases only (pinch hitter)", black.
A card—"Single advances runners 1 base only (pinch hitter)" black.

"Bases" suit.
A card—"Error on any position card played runners advance 1 base only (pinch hitter)" black, or "Fly out to LF" red, "Runner advances to home only", black.
A card—"Base on balls (pinch hitter)" black.
A card—"Out fly to CF" red, "Runners advance to home only" black "(Pinch hitter)" red.
A card—"Out fly to RF" red, "Runners advance to 3rd only" black, "(Pinch hitter)" red.

"Diamonds" suit.
A card—"Out foul to 1st no runners advance (pinch hitter)" red.
A card—"Out 3rd to 1st" red, "Other runners advance 1 base" black, "(Pinch hitter)" red.
A card—"Out 2nd to 1st" red, "Other runners adv. 1 base", black, "(Pinch hitter)" red.
A card—"Out SS to 1st", red, "Other runners adv. 1 base" black, "(Pinch hitter)" red.

"Balls" suit.
A card—"Strike out (swung) no runners advance (pinch hitter)" red.
A card—"Out fly to 3rd no runners advance (pinch hitter)" red.
A card—"Out fly to 2nd no runners advance (pinch hitter)" red.
A card—"Out fly to 1st no runners advance (pinch hitter)" red.

Rules

Assuming that two people are playing the game, briefly the rules of play are as follows:—The pinch hitter deck is first separated from the playing deck and laid to one side inasmuch as the playing deck is in constant use while the pinch hitter deck is but seldom used. Preferably a box score pad is provided similar to that used in keeping score in a regular game of baseball and having the players of the two teams listed at the left and having squares opposite the name of each player of each team for each inning of the game.

Preliminary to play, it is decided by lot as to which player shall have his team at bat and which player shall have his team in the field during the first frame of the first inning. The player whose team is in the field will deal (pitch) until three outs are obtained on the player whose team is at bat. This will complete the first frame of the first inning, whereupon the player whose team has been previously in the field will be at bat during the second frame of the first inning and the player whose team has previously been at bat will be in the field and deal (pitch) until three outs are obtained against his opponent. The players will thus continue to alternate dealing until nine innings have been played and one team is ahead of the other in runs or until additional innings have been played and one team is ahead of the other in runs.

At the beginning of the game the dealer, i. e. the defensive player (having his team in the field) deals nine cards to each player. The play then begins. The dealer will first lead out a card whereupon the player at bat i. e. the offensive player, will play one card to complete a trick. Naturally the dealer attempts to secure three outs on his opponent while permitting his opponent to secure as few runs as possible. On the other hand, the player whose team is at bat attempts to secure by play of the cards as many runs as possible before three outs are called on him. The play in general follows the rules of the outdoor game of baseball.

After the dealer (pitcher) has played a card, his opponent must follow suit if this is possible. If he cannot follow suit the player whose team is at bat must trump the pitcher's lead by playing a trump card if possible. The trump suit is the "Bats" suit, i. e. the cards in the suit having crossed bats designation **12** printed thereon. In the play of the game where the batter follows suit by playing a card from the suit led by the pitcher, the highest card in that particular suit played will take the trick. If on the other hand, a card from a particular suit is led by the pitcher and the batter cannot follow suit and plays a trump card, the trump card will take the trick. Of course, if the batter can neither follow suit nor trump, he may throw off a card from another suit, whereupon the pitcher will take the trick. It is the card taking the trick that counts for the player playing that card. If the trick is taken by the pitcher, there is considered to have taken place a play in the game corresponding to that designated by the red printed matter **17** on the card. If, however, the trick is taken by the batter, there is considered to have taken place in the game a play corresponding to the black printing matter **16** on the card taking the trick. It will be noted that on certain of the cards, there is more than one group of printing matter **16** or **17** on the card. For example, consider the card shown in Fig. 2. If the trick is taken by this card, the **9** of "Bats" by the pitcher, the pitcher is considered to have thrown the ball to the batter and the umpire is considered to have called a strike to count one strike against the batter. If on the other hand, the trick is taken by this same card by the batter, the pitcher is considered to have thrown the ball to the batter in such a manner that the umpire has called one ball on the batter. If at this time during the play of the game there happens to be a player of the batters' team on 1st base, this man is considered to have stolen 2nd base. If there is no player on 1st base, of course, it is impossible for a player to steal 2nd and the printing matter **16** "Steals 2nd only" found on the card, has not effect. The other cards count in a similar manner.

As each trick is complete, the winner of the same either keeps the trick in front of him as in bridge, five hundred, or whist, until the particular batter has been either declared out or takes base. When an out is declared on the player at bat he naturally retires or if the player takes base, another player succeeds him at bat. When

a new player comes to bat, naturally the tricks previously played when the previous batter was at bat will be gathered together and thrown into the discard.

The play is continued with the nine cards originally dealt to each player until such time as three out have been declared against the batting team or until there are no more cards in the hands of the two players. When the players have no more cards, six additional cards are dealt to each player and the game continues as before. If the team at bat is not retired after the six additional cards have been played, the remaining cards in the playing deck are dealt out and if these cards are not sufficient to retire the team at bat, all the discards of the playing deck will be gathered together, shuffled and dealt and played as originally.

Each player during a nine inning game is entitled to change pitchers three times during a nine inning game and five times during a game running into more than nine innings, while his team is in the field, except if a pinch hitter be used in place of a pitcher, the new pitcher needed will not count as one of three pitchers allowed in a game of 9 innings or less or one of five pitchers allowed in a game of no matter how many extra innings. When the team in the field desires to change pitchers, this may be done by the player, representing that team, throwing his hand into the discard, and dealing himself a new hand consisting of the same number of cards as the number discarded.

It is possible for each player to use three pinch hitters during each game of nine innings and five pinch hitters during a game of more than nine innings. In order for the batting team to put in a pinch hitter in place of a regular player in the line-up, the batting team must be behind in the score, out of suit led and trumps in his hand and the player for whom the pinch hitter is to be substituted must be other than the 2nd, 3rd, 4th or 5th batter in the line-up of the team batting. When a pinch hitter is put in, any balls or strikes on the particular batter for whom the pinch hitter is to be substituted are disregarded. The pinch hitter deck is then cut by the player having the team at bat and the printing matter **16** and **17** found on the card which is cut determines the fate of the particular pinch hitter put into the line-up. The pinch hitter deck is only used at such a time when a pinch hitter is put at bat by the team batting.

After a player has played several games with the cards, he soon becomes accustomed to the comparative values of the different cards and he carefully uses his discretion in playing his cards so as to use them to the best advantage. The game is, therefore, a game of skill requiring judgment on the part of the players. The printing matter **16** and **17** on the different cards is so arranged that when the game is played intelligently, the play closely follows the play in a regular outdoor baseball game. A complete box score may be kept showing the hits, runs, errors, assists, put outs, etc. of each player.

If desired, for use in playing the game, a baseball diamond may be laid out on a piece of paper or on a card and a number of pegs may be used to show the runners on bases so as to better keep track of the play of the game.

Although the invention has been described in connection with a card game for playing the game of baseball, it will be seen that it can be readily adapted for use in playing other althletic contest games. It is within the scope of the invention to change the printing matter **16** and **17** on the various cards for use in playing other athletic games and to diagram the different plays on the cards properly in place of the diagrams **18** and **19**. The particular suit designations chosen are merely arbitrarily suit designations. Any other type of suit designations could be satisfactorily used. If desired, more than two players can play the game. Partners can be chosen and the cards can be so distributed as they are dealt that certain of the partners hold some of the cards while others hold some of the cards and the different partners can take turns playing. Also if desired, there may be a player for each player on a baseball team and when the particular baseball player comes to bat, the person representing that player may take the hand and play the cards as his discretion dictates in the same manner that a baseball player at bat uses his discretion in batting.

Of course, it is not essential that the pinch hitter deck be used in playing the game. When this deck is used, however, it adds interest to the game.

It will also be appreciated that if desired, the printing matter found near one end of the card may be duplicated near the other end of the card in order to make the card easier to read when held in a player's hand.

It will be understood that if desired, the printing matter **16** and **17** can be eliminated entirely from the various cards and the diamond diagram **18** together with the diagram of the play in the field **19** may be used exclusively to show the particular play in the field. If no diagram **19** adjacent the diamond diagram **18** is found on a particular card, it will be known that if the player at bat takes a trick with the particular card, it will be considered that a ball is called by the umpire against the batter. On the other hand, if the player in the field takes a trick with the particular card, it will be known that the batter has struck at a ball and failed to connect with it or that a strike has been called on the batter by the umpire. It is, accordingly, not absolutely essential that the printing matter **16** and **17** be applied to the cards, although this is desirable.

It will, of course, be understood that changes may be made in the form, details, arrangement and proportions of the various cards and in the printing matter thereon and in the rules of the game without departing from the scope of the present invention, which generally stated, consists in the matter shown and described and set forth in the appended claims.

What is claimed is:—

1. A pack of cards for playing an athletic contest game, comprising a plurality of series of consecutively numbered cards, each series of said cards having a different suit designation printed thereon, each card having thereon a printed designation indicating an offensive play in the game and also having thereon a printed designation indicating a defensive play in the game.

2. A pack of cards as specified in claim 1, each card being further distinguished by having the printing designating the offensive play printed in one color and by having the printing designating the defensive play printed in another contrasting color.

3. A pack of cards for playing the game of baseball, said cards being divided into a playing deck and a pinch hitter deck, the cards in the

playing deck being further divided into a plurality of suits, the cards in each suit having a distinctive suit designation printed thereon and being consecutively numbered, each card of the playing deck having a printed designation indicating an offensive play in the game of baseball and each card in the playing deck also having thereon a printed designation indicating a defensive play in the game of baseball and each card of said pinch hitter deck having printed thereon a play in baseball corresponding to a play that may be made when a pinch hitter is at bat.

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